BANDAI

DIGIMON™

DIGIMON VER.8
PENDULUM CYCLE

Digimon Ver.8 搖動循環

說明書
INSTRUCTION SHEET

說明書可更快一步享受不同進化的樂趣。
Different evolution can be enjoyed at a pace quicker !!

下載素描指令!!
Scan command loading !!

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BAN DAI

搖動功能“Pendulum”或新的進化條件“Jogres”，其他新發現的 Digimon 特性，例如超越完全體的究極體的存在等等都是新加上的。
Shaking Function "Pendulum" or new evolution requirement, "Jogres", other new discovered characteristics of Digimon, such as the existence of the Extreme body which exceed the Perfect body, etc are added.The Digimon, brought up with Pendulum and filled with lots of new elements can be enjoyable for you !

Digimon Pendulum 的新要點
NEW POINTS FOR DIGIMON PENDULUM

Pendulum指‘搖動’
於訓練或戰鬥時搖動主體可輸入技倆指令給 Digimon。“Pendulum”的方法會變更 Digimon 的技能。
Pendulum means "shaking".
Shaking the main body during training or battle will enable you to input the trick command for Digimon. The method of "Pendulum" will change the skills of Digimon.

拿著主體並向上下箭咀方向搖動。
Hold the main body and shake the direction up and down as the arrows shown.

JOGRES

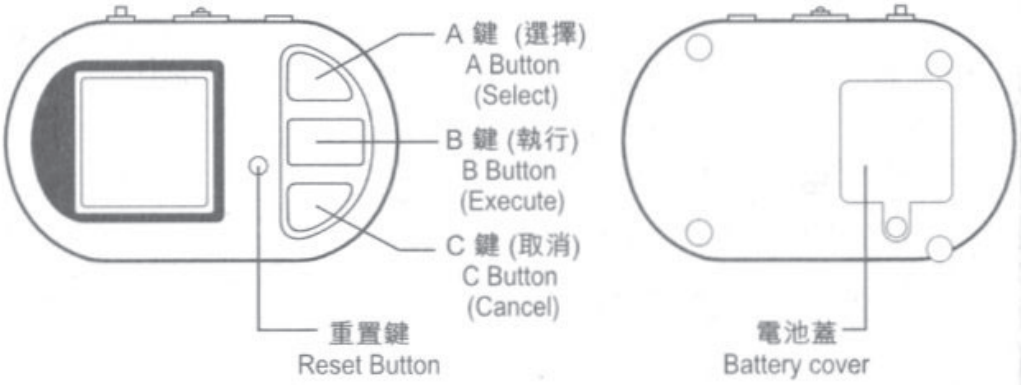
可與符合了某些條件的 Digimon 結合， 這稱之為 Jogres。
It is possible to combine Digimon with other Digimon that has fulfilled certain requirements. This is called Jogres.

Digimon 的屬性 DIGIMON'S ATTRIBUTE

已被發現 Digimon 有3種屬性。每種屬性均有它的獨有的吸引力。可能是戰鬥或 Jogres 的關係？
It is discovered that Digimon has 3 types of Attributes. Each attribute got it's own affinity. May be it is related to the battle or Jogres...?

Va. 疫苗屬性 Vaccine Attribute	Da. 資料屬性 Data Attribute	Vi 病毒屬性 Virus Attribute

1. 各部份的說明 DESCRIPTION OF EACH PART



通訊連接器 COMMUNICATION CONNECTOR

通訊連接器 - 使用這連接器開始戰鬥或與其他要玩者結合 (Jogres) 。
Communication connector - Use this connector to start battle or Jogres with other players.

A 鍵 A Button
- 用此鍵選擇功能。
- Use this button to select the function.

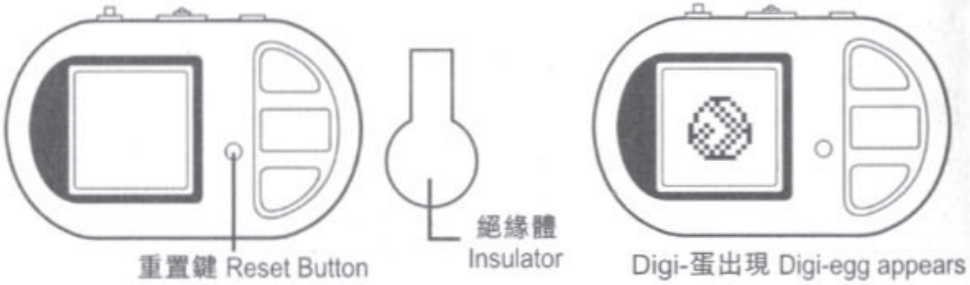
B 鍵 B Button
- 用此鍵決定選擇了的功能。當圖標沒有閃動時按此鍵可切換至時間畫面。
- Use to decide the function being selected. You could switch to the time screen by pushing this button when the icon is not flashing.

C 鍵 C Button
- 用此鍵取消選擇的功能，取消後返回最初的畫面。
- Use to cancel the function selected. Will return to the original screen after cancelling.

2. 準備 PREPARATION

1. 從主體取出絕緣體 (必一聲後 Digi-蛋會出現)。
   Pull out the insulator from the body (Digi-egg will appears after the beep sound).
2. 重置功能 - 使用尖的物件按下主體前面的重置鍵 (再發出必聲)。
   Reset Operation - press the reset switch on the front of the body with a pointed object. (Beep sound again)

※ 按重置時請勿使用尖銳的棒，鉛筆或尖筆用力按。
Remember please don't press the reset button too hard when using a sharp rod, pencils and sharp pens, etc.



設定時鐘 Set up the clock :
在開始遊戲前按A, B或C鍵來設定時鐘 。按 A 鍵調校小時，按 B 鍵調校分鐘，按 C 確定。
In the beginning stage, press A, B or C button to set up the clock, press A button to adjust the hour, press B button to adjust the minutes, then press C button to confirm.

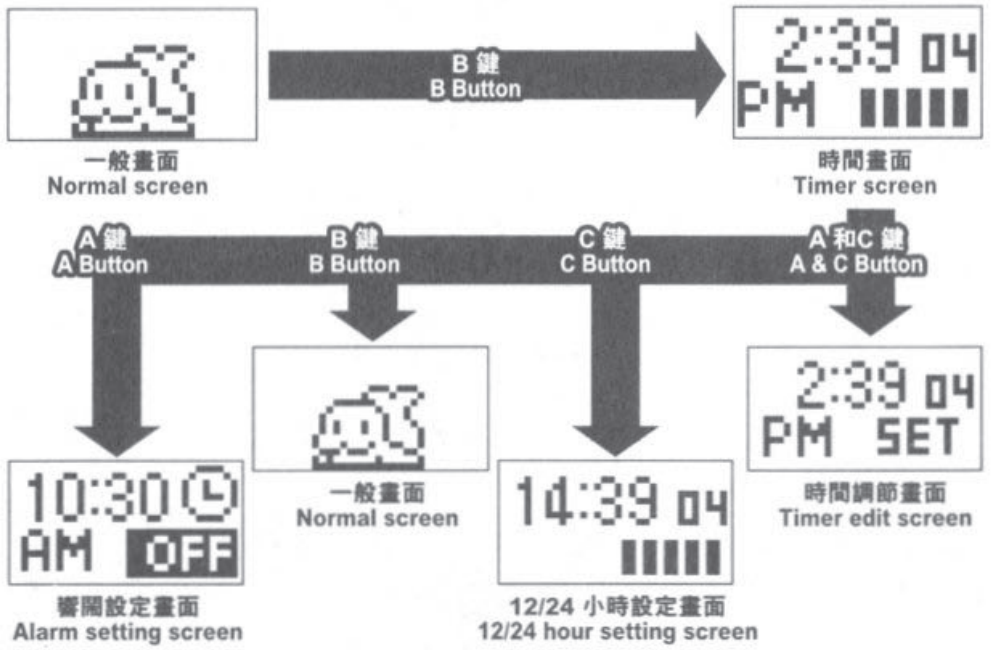
設定了時鐘後，時鐘會出現 Digimon 於一分鐘後孵出！
After you set up the clock, the clock will start and Digimon will hatch in 1 minute !

DIGIMON誕生!!
DIGIMON BIRTH !!

如 Digimon 發出必聲告知它的來臨，選擇合適的指令去照顧它。如想得到 Digimon 的信息可選擇檢查計量器指令查閱細節。按 A 鍵選擇，B 鍵執行，C 鍵取消。
肚餓，訓練和能量3個元素決定 DIGIMON 整體的力量，但不同的養育方法也會影響 Digimon 的力量。
If Digimon beeps for its arrival, choose the appropriate command to care for it. If you want to get the message from Digimon, choose the check meter command to see the details.
Press A button to select, B button to execute, C button to cancel.
Hungry, Training, Strength, these 3 elements determine the overall strength of Digimon, of course, the strength of Digimon will be changed by various ways of bringing up.

時間設定 TIME SETTING

在一般畫面按 B 鍵顯示時間畫面。按 A 鍵切換至響鬧設定畫面，按 B 鍵返回一般畫面，按 C 鍵顯示12/24 小時設定畫面，按 A 和 C 鍵顯示時間調節畫面。如兩分鐘內沒有按任何按鍵畫面會進入睡眠模式畫面(畫面中什麼也沒有顯示)。按 A，B 或 C 鍵返回一般畫面。
Press the B button in the normal screen to show the timer screen. Press A button to alarm set up screen, press the B button to go back to normal screen, press C button to show the 12 hour / 24 hour setting screen, press A and C button to show the time edit screen. After 2 mins if without any action, the screen will go to sleep mode screen, (nothing in the screen) press A, B, C button to back to normal screen.



3. 一般指令 - 查閱計量器
NORMAL COMMAND - CHECK METER MODE

按 B 鍵
Press B Button

可查閱 Digimon 成長狀況， 肚餓，訓練和能量的資料。在一般畫面按 A 鍵選擇查閱計量器。按 B 鍵選擇你想查閱的狀況。
You can check the growth status, hungry, training and strength data of the Digimon. Press the A button from normal screen to select the CHECK METER MODE, then press the B button to choose the the status what you want to see.

按 B 鍵
Press B Button

年齡 Age / 體重 Weight
在計量器按 B 鍵會顯示 Digimon 的成長狀況。
Press the B button from CHECK METER MODE. The growth status of Digimon is shown.

肚餓 Hungry
在不同的時候 Digimon 會肚餓，共有4個心顯示它的狀態。♥ 心越多表示越不肚餓。在肚餓畫面按 B 鍵查閱訓練狀況。
Digimon will become hungry at different times. There are a total of 4 hearts to show the status. The more ♥ it has, the less hungry it is. Please press the B button from hungry screen to see the training status.

勝出率
Winning percentage

戰勝次數
Number of battle

戰鬥的次數
Number of battle won

戰鬥的次數，勝出率
Number of battles, winning percentage
戰勝次數 / 戰鬥的次數和勝出率會以數字顯示。
Number of battles won / number of battles and the winning percentage will be shown by figures.

按 B 鍵
Press B Button

能量 Strength
Digimon 的能量會在訓練時改變。共有4個心形顯示狀態，越多黑色心能量越強。
The Digimon will change the strength during in training. There are a total of 4 hearts to show the status. The more ♥ it has the stronger it is.

按 B 鍵
Press B Button

按 B 鍵 Press B Button
Digimon 需要很多訓練才能與其他 Digimon 對戰。共有4個四方形顯示 Digimon 的力量按 B 鍵查閱 Digimon 的訓練狀態。越多黑色四方形■ Digimon 的力量越高。
Digimon need more training to fight the other Digimon, There are total of 4 squares to show the power, please press B button to see the Digimon training status. The more■ means the more power Digimon have.

戰鬥
Battle

結合
Jogres

種類 (Digimon 的屬性)
Type (Digimon's Attribute)
Digimon 的屬性都可以顯示出來。
Digimon's current attribute and the possibility of battle or Jogres are shown.
※顯示 Digimon 現在的屬性和可作戰和結合的可能性。
Attribute would not be shown when Digimon is newly born.

例子 Example :

疫苗屬性
Vaccine Attribute
-可作戰
Battle Possible
-不可結合
Jogress Impossible

疫苗屬性
Vaccine Attribute
-可作戰
Battle Possible
-可結合
Jogress Possible

餵食模式 FEED MODE

在一般畫面按 A 鍵選擇 '餵食模式' 再按 B 鍵顯示食物畫面, 按 A 鍵上下捲動選擇麵包或肉類然後按 B 鍵執行。
Press A button from normal screen to select the "FEED MODE" command, then press B button to show the food screen, please select either "BREAD" or "MEAT" by pressing A button to move the arrow, then press B button to select.

麵包 Bread:
增加 Digimon 的體重和肚餓程度。
Increase Digimon weight and hungry level.

肉類 Meat:
增加 Digimon 的體重和能量程度。
Increase Digimon weight and strength level.

要點：當 Digimon 病了便不進食。
CHECK POINT : Digimon will not eat food when it is sick.

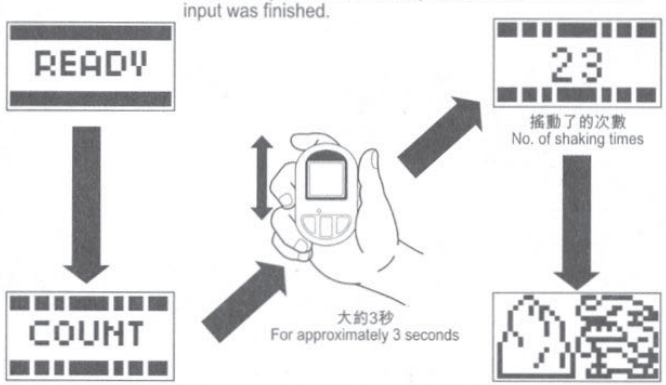
訓練模式 TRAINING MODE

'訓練模式' 被分為 '力量訓練' 和 'VS 訓練' 。在一般畫面按 A 鍵選擇訓練模式指令然後按 B 鍵選擇力量訓練或 VS 訓練，再按 B 鍵確認。
The "TRAINING MODE" was separated to "POWER TRAINING" and "VS TRAINING". Press A button from normal screen to select "TRAINING MODE" command and press B button to select either POWER TRAINING or VS TRAINING, then press B button to confirm.

CRUSH TRAINING:
基本上力量是按照你須輸入的搖動次數而定。
Basically, the power is according to your shaking times input.

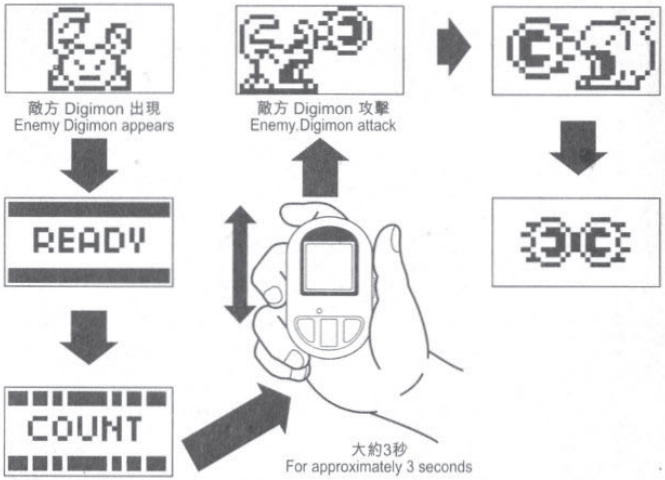
VS TRAINING:
要玩方法和力量訓練一樣，你可叫喚出 Digimon 和你進行對戰訓練。
Playing method is same as power training, you can call out some Digimon to give you fight training.

CRUSH TRAINING:
Crush Training 模式可由你的搖動能力訓練出來。當畫面顯示出 READY 請準備搖動。搖動大約3秒後畫面會顯示出 COUNT，你聽到必一聲時指令輸入完成。
Crush Training mode can train up by your shaking power. When the screen shows "READY", please get ready to shake.Shake about 3 seconds when the screen shows "COUNT", you will hear a beep sound when the command input was finished.



※ 你必須找出輸入方法和令主體力量變強所須搖動的次數。
You need to find out the input method for each of Digimon for how many times you need to shake the main body for strong power.
※ 能量會於每15分鐘減少一分。
The strength will be reduced by 1 point for every 15 minutes.

VS Training
可與其他 Digimon 在 VS 訓練對戰但如戰敗便會受傷。當敵方 Digimon 出現時請準備搖動。 搖動 COUNT，你聽到必一聲時指令輸入完成。
VS training mode can battle with other Digimon but if you lose, you will get injury. When the enemy Digimon appears, please get ready to shake. Shake about 3 seconds when the screen show "COUNT", you will hear a beep sound when the command input was finished.



- 請小心閱讀說明書。
- 請勿給予建議歲數以下的小孩耍玩。
- 此商品附有細小的部份如電池，電池蓋和鏍絲，如被小孩吞下會有窒息的危險。
- 請勿給予3歲或以下的孩童耍玩以免誤吞細小的部份如電池，電池蓋和鏍絲。
- 請監護人幫忙進行更換電池的程序。
- 吞下乾電池是非常危險的，請將電池放在小孩取不到的地方。
- 電池是由此商品的擁有者更換。
- 請確認電池按(+)(-)正確地安裝。
- 請勿將電池再充電，加熱或丟入火中。
- 吞下乾電池是非常危險的，如發生誤吞的情況請馬上就醫。
- 請勿用此商品敲打或向四周搖晃等粗暴耍玩方法。
- 細小的部份如被小孩吞下會發生危機。
- 商品內容可能會和相片和圖示有所不同。
- 適合4歲或以上。
- Read the instruction sheet carefully.
- Do not give this item to a children who is under the recommended age.
- This product contains small parts such as battery,battery cover and screws that may cause suffocation if swallowed by children.
- Battery,battery cover & screws may be swallowed by children. Do not pass this product to children below 3 year old.
- While replacing the dry cell battery, please ask a guardian for help.
- Do not swallow small parts like battery, battery cover & screws.
- Swallowing dry cell batteries is extremely dangerous. Please keep batttery away from children.
- Battery is replaced by owners of this product.
- Please ensure + & - at the correct position.
- Do not recharge, decompose, heat, or dispose of battery in fire.
- Swallowing dry cell battery is extremely dangerous. In case that battery is swallowed, please go to see a doctor for help.
- Avoid rough use such as knocking the product or swinging it around.
- Small part may cause harm if swallowed by children.
- Contents may very from photos and illustrations shown on the package.
- Age 4 & up.

連接模式 CONNECTION MODE

按 B 鍵
Press B button

連接模式分為 VS 戰鬥，素描和結合。在一般畫面按 A 鍵選擇 CONNECT 圖標再按 B 鍵選擇想進行的行動。
Connection mode separate to "VS BATTLE", "SCAN" and "JOGRES". Please press A button to select "CONNECT" icon from normal screen, then press B button to select which the action you want.

按 A 鍵
Press A button

VS BATTLE:
連接兩部攜帶式 Digimon 遊戲可與其他 Digimon 對戰。
You can battle with other Digim handheld game together.

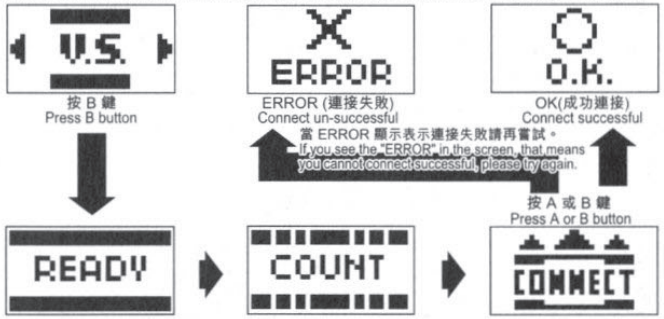
按 A 鍵
Press A button

SCAN:
可連接 D-Gather 或 D-Terminal 查閱你的 Digimon 的資料。
You can connect with D-GATHER or D-TERMINAL to find out the information of your Digimon.

JOGRES:
連接其他攜帶式 Digimon 遊戲可與其他 Digimon 對戰。
You can connect with other Digimon handheld game to Jogres with other Digimon.

通訊對戰模式:
CONNECTING BATTLE MODE:
在通訊對戰模式內有兩種通訊對戰，連接起其他 Digimon，按 A 或 B 鍵選擇 A 模式或 B 模對戰。
There are 2 kinds of connecting battle in the connecting battle mode, press A or B button to choose the A mode or B mode battle when you connect the other Digimon.
如 Digimon 的屬性計量器顯示 ✕ 便不能作戰。按 B 鍵選擇 "VS" 後 READY 會顯示。和訓練一樣將主體搖動。CONNECT 會顯示表示連接起對手，當準備完成後按 A 或 B 鍵畫面會顯示 OK。
Battle could not be carried out if Digimon's attribute show ✕ under check meter. Press B button to select "VS" and "READY" sign will be shown. Same procedure for training, shake the main body. After "CONNECT" sign is shown, connect with your partner, then press A or B button when all preparation are done, the screen will show "OK".

A 模式:可和 Digimon Monster, Digimon Pendulum 對戰。
A MODE: It can battle with Digital Monsters, Digimon Pendulum.
B 模式:可和 USA Digivice, D-3, D-Power, D-Tector 和 D-Gather 對戰。
B MODE: It can battle with USA Digivice, D-3, D-Power, D-Tector and D-Gather partner mode.



SCAN:
可連接 D-Gather 或 D-Terminal 查閱你的 Digimon 的資料。按 A 鍵選擇 SCAN 指令再按 B 鍵選擇 D-Gather 或 D-Terminal。
You can connect with D-GATHER or D-TERMINAL to find out the status of your Digimon. Press the A button to select the "SCAN" command, and then press the B button to connect the D-GATHER or D-TERMINAL.
你須於15秒內按 A 或 B 鍵連接 D-Gather 或 D-Terminal。資料會傳送到 D-Gather 或 接收資料請選擇連接至 D-Gather 或 D-Terminal 然後輸入 Digimon 的號碼。
You need to connect the D-GATHER or D-TERMINAL within 15 seconds by press the A or B button. The data will be transfered into the D-GATHER or D-TERMINAL. If data receive successful, please select connect to D-GATHER or D-TERMINAL, then input the Digimon number.

有時會連接失敗，如顯示 ERROR 圖標請再嘗試。
Sometime you will get un-successful connection, if show the "ERROR" icon, please try again.

JOGRES:
連接其他攜帶式 Digimon 遊戲和他 Digimon 結合按 B 鍵顯示 READY 並準備搖動，搖動大3約秒後畫面會顯示出 COUNT，你聽到必一聲時指令輸入完成。
You can connect with other Digimon handheld game to Jogres with other Digimon. Press B button to show the "READY", and get ready to shake, Shake about 3 seconds when you see the "COUNT" and hear a beep sound.

有時會結合失敗，如顯示 ERROR 圖標請再嘗試。
Sometime you cannot Jogres successful, If you see the "ERROR", please try again.

COUNT (大約3秒)
For approximately 3 seconds

CONNECT (連接其他 Digimon 結合)
Connect with other Digimon for Jogres.

※當畫面顯示 ◐✕ 時不能進行結合。
You could not have Jogres when the screen show ◐✕ .

4. 和 Digimon Monster 對戰
BATTLE WITH DIGITAL MONSTER

Digimon Pendulum可和 Digimon Monster 對戰。進行和一般對戰的程序。當 Battle 顯示在畫面時連接起 Digimon Monster 和 Digimon Pendulum 的主體。按 Digimon Pendulum 的A或B鍵。

Digimon Pendulum could have battle with Digital Monster. Arrange the same function as per ordinary battle. Connect the main body of Digimon Pendulum with the main body of Digimon when the "BATTLE" sign appears on the screen. Press A or B buttons of the Digimon Pendulum.

※ 與 Digimon Monster 對戰時不可搖動來改變攻擊技巧。
You could not change the attacking skill by shaking when you are having battle with Digital Monster.

※ 有關 Digimon Monster 的戰鬥準備請參閱 Digimon Monster 的說明書。
In regard to the preparation of battle for Digital Monster, please refer to the instruction sheet of Digital Monster.

※ 可和所有版本的 Digimon Monster(1-6) 對戰。
You could have battle with all version of Digital Monster (1-6).

※ Digimon Pendulum 不能和 Digimon Monster 結合 Digimon Pendulum 不能和 Digimon Monster 結合。
Digimon Pendulum could not have Jogres with Digital Monster.

5. Digimon 的進化
EVOLUTION OF DIGIMON

1. 特別期
Special period

遊戲的條件由 In-Training 開始。這是所有 Digimon 最重要的時期，特別時期會影響 Digimon 將來的進化。
The condition of game start to "In-Training". Most important period for all of Digimon, the special period will affect your Digimon evolution in future.

	進化時間 Evolution time	
開始 Start		Digi-蛋 Digi-egg
生長 Born	1分鐘 Min	Digi-蛋 (Digi-egg) → In-training 1
	1 小時 Hour	In-training 1 → In-training 2
	1 - 1.5 Hours	In-training 2 → Rookie
一般模式 To Normal mode		

2. 一般時期 Normal period

Digimon 由 Rookie 至 Mega 的進化條件 Digimon 的所有進化周期只須一天。
The condition of Digimon evolution from "Rookie" to "MEGA". All evolution for the Digimon cycle just need 1 day.

ROOKIE → CHAMPION → ULTMATE → MEGA → ROOKIE

醒來時間 Wake up time — 一天 1 day — 睡眠時間 Sleeping time

	進化時間 Evolution time		總時間 Total time
醒來 Wake up			
進化 Evolution	1- 1.5 小時Hours	In-training → Rookie	3 小時 Hours
	1- 1.5 小時Hours	Rookie → Champion	5 小時 Hours
	1- 1.5 小時Hours	Champion → Ultimate	7 小時 Hours
	1- 1.5 小時Hours	Ultimate → Mega	9 小時 Hours
	1- 1.5 小時Hours		11小時 Hours

所有 Digimon日都有數次進化時間，如能掌握進化的時間可令 Digimon 加速成長。
All Digimon has several evolution timings a day. If player can control the timing well, Digimon will be growing up speedly.

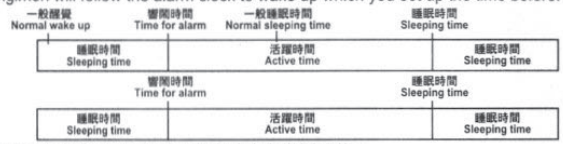
6.Digimon 的活躍時間
DIGIMON'S ACTIVE TIME

Ver. 8 的耍玩者可調節 Digimon 的醒覺和睡眠時間。
From Ver. 8 player can make adjustment of the wake up and sleeping time to the Digimon.

1. 自然醒覺和睡眠時間 Natural wake up and sleeping time
這是一般的醒覺和睡眠時間，當設定在 Rookie 時 Digimon 的歲數會每次變更。
It is the normal wake up and sleeping time, when set up in the ROOKIE Digimon, the age will be changed on everytime.

一般醒覺 Normal wake up
一般睡眠時間 Normal sleeping time
一般睡眠時間 Normal sleeping time
一般活躍時間 Normal active time
一般睡眠時間 Normal sleeping time

2. 跟隨鬧鐘 Follow the alarm clock
Digimon 會跟隨你之前設定了的鬧鐘時間醒來。
Digimon will follow the alarm clock to wake up which you set up the time before.



※ Digimon 仍在 In-Training 程度時沒有響鬧功能。
No alarm function when Digimon still in "In-Training" level.

3. 強制醒覺 (Digimon 在睡眠中) Compulsion wake up (When Digimon sleeping)
搖動主體 Digimon 便會醒來，如 Digimon 長時間沒有睡眠它的壓力會增加。
Shake the main body, Digimon will be wake up. But if Digimon sleepless too long, their stress will be up.

※當 Digimon 仍在 In-Training 程度時就算搖動主體 Digimon 也不會醒來。
Even you shake the main body, the Digimon will not wake up when Digimon still in "In-training" level.

4. 強制睡眠 (Digimon 醒覺時) Compulsion sleep (when Digimon not sleep)
當耍玩者的燈號熄滅，Digimon 會在 30 分鐘後進入睡眠。
When player lighting off, Digimon will sleep after 30 minutes.

5. Digimon 的睡眠時間 Digimon's sleeping time
每個 Digimon 都需要睡眠，睡眠時間不足壓力會增加。
Each Digimon has inevitable sleeping time. If Digimon can not take the time enough, it will be stressful.

如廁 TOILET

當看見 Digimon 的糞便出現在畫面，按 A 鍵選擇直至 Toilet 畫面出現然後按 B 鍵將它沖走。
If you see the Digimon with stools in the screen, Press A button until "TOILET" screen is appeared, then press B button to flush.

燈 LIGHT

按 A 鍵選擇直至 Light 畫面出現然後按 B 鍵選擇開或按 A 鍵選擇關然後再按 B 鍵。
Press A button until "LIGHT" screen appears, then press B button to select either "ON" or "OFF" with A button, then press B button.
要點: 睡眠對 Digimon 是非常重要的。將燈關上讓它恢復體力。如 Digimon 睡眠時不把燈關掉 Digimon 會過睡的。
CHECK POINT : Sleep is very important to Digimon.Turn off the light and let it recover. If you do not turn off the light when Digimon goes to sleep, it will oversleep.

治療 TREATMENT

有時 Digimon 會病或如戰鬥後受傷，但疾病和受傷都可醫治。
Sometimes Digimon will become sick or get injured after the battle. Sickness and injuries could be cured.
按 A 鍵選擇 Treatment 畫面再按 B 鍵確認。然後按 A 鍵選擇 Sickness 或 Injury 再按 B 確認治療。
Press A button to select "TREATMENT" screen and B button to confirm. Then press A button to choose either "SICKNESS" or "INJURY" and press B button to confirm and cure it.

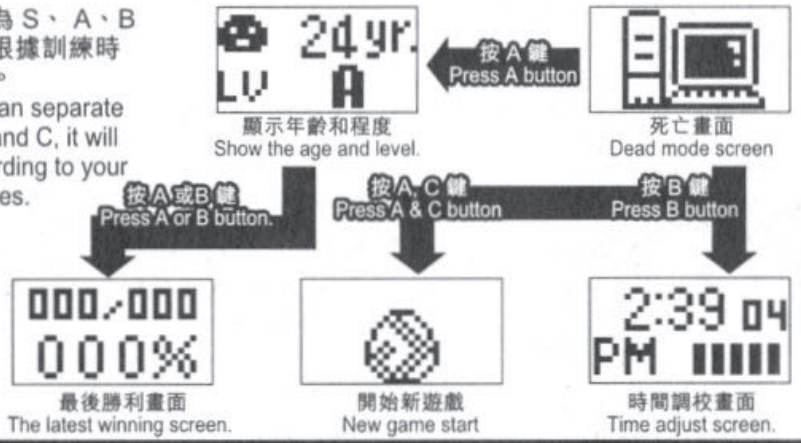
※有時疾病和損傷不能一次治療痊癒，繼續治療直至復完。
Sometimes, "SICKNESS" and "INJURY" could not be cured by 1 time treatment. Continue the treatment until it is totally recovered.

要點: 疾病和受傷會對 Digimon 影響很大，所以如可能的話請給它治療。 請注意帶病作戰和結合會影響對手!
CHECK POINT : Sickness and injury affects Dgimon a lot, so apply treatment to it as possible. Please be noted that if Digimon have battle or Jogres when it was sick, it will affect its partner !!

7. Digimon 最後的時刻 THE LAST MOMENT OF DIGIMON

當 Digimon 會因成長方法，戰鬥時受傷和年紀大而變得虛弱, 按 A 鍵查看 Digimon 最後的年齡和程度再按 A 鍵和 B 鍵查看最後的勝利。按 A 鍵和 C 鍵開始新的遊戲，按 B 鍵顯示時間調校畫面。
When Digimon becomes very weak by bringing-up way, because of the injury during battle or old age, it will be die. Press A button to see the latest age and level of the Digimon, then press A and B button to see the latest winning. Press A and C button to see start the new game and press B button to show the time adjust screen.

程序可分為 S、A、B 和 C，會根據訓練時間而顯示。
The level can separate to S, A, B and C, it will show according to your training times.



8. 時間功能 TIME FUNCTION

設定響鬧 Set up the Alarm clock :

在時間畫面按 A 鍵顯示響鬧時鐘面。按 A 鍵選擇響鬧 ON/OFF，按 B 鍵設定響鬧時間。按 A 鍵調校小時，B 鍵調校分鐘。定響鬧時鐘後， 響鬧時鐘符號會顯示在時間畫面上。

Press A button from Timer screen to show the alarm clock screen. Press A button to select the alarm ON / OFF, press B button to set up the alarm time. Press A button to adjust the hour and press B button to adjust the minutes. After set up the alarm clock, the alarm clock mark will appear in the timer screen.

24 小時的設定和 12 小時相同
24 hour format setting is same as 12 hour.

※當 Digimon 仍在 In-Training 程度時, 就算設定了響鬧時鐘也不會響鬧。
The alarm will not work even you have set up alarm clock when the Digimon still in "In-training" level.

9. 聲音模式 SOUND MODE

在正常模式下齊按 A 和 C 鍵將聲音 ON 或 OFF。
In Normal Mode Screen, press A and C button together to turn the sound ON or OFF.

10. 何時需要重置 WHEN TO RESET

※有關詳細操作方法請參閱準備內 2.2 所述的重置操作部。
For further details of operation, please refer to step 2.2 RESET OPERATION in preparation.

- 拉出絕緣體後。
  After pull out the insulater.
- 更換電池後。
  When you have changes battery.
- 當 Digimon 不能正常地操作。
  If Digimon is not functioning properly.
- 當你想重新孵出另一 Digimon。
  When you want to begin hatching a new Digimon.

※請注意不要用尖銳的物件用力按重置鍵。
Remember, do not press the reset button too hard when using a pointed object.

11.更換電池 CHANGING OF BATTERY

當液晶體畫面變得微弱時請更換電池。
Replace the battery if the liquid crystal display (LCD) is weak.

1. 將背部的鏍絲鬆脫，將鏍絲和蓋一起除去。
   Loosen the screws on the back side. Remove the cover together with the screw.
2. 取出舊電池並按(+)(-)符號正確地裝入一顆 CR2032 電池然後立即棄丟舊電池。
   Take out the old battery. Insert one CR2032 battery, make sure to match + and - signs properly. Dispose of used battery properly.
3. 裝回蓋並上緊鏍絲。
   Raplace the cover and tighten the screws.
4. 按準備內 2.2 重置操作程序重置(步驟 2)，Digi- 蛋會彈出而 Digimon 會在一分鐘後孵出。
   Reset as 2.2 RESET OPERATION in preparation (step 2), Digi-egg splits and Digimon will be hatched in 1 minute.